The Therian Bible

The Therian Bible

by Natassja Noctis
High Priestess of the Therian Temple

Contents:

Preface and Warning

Chapter One:Understanding the Truths

Chapter Two: Integrating the Code

Chapter Three:Therian Magic Level One-Mastery of the Human World

Chapter Four:Therian Magic Level Two-Harnessing the Knowledge

Chapter Five:Therian Magic Level Three-The Mental Shift

Chapter Six:Therian Magic Level Four-The Physical Shift

Glossary of Terms

Acknowlegdements

End

Preface and Warning

READ THIS BOOK FROM BEGINNING TO END WITHOUT SKIPPING AHEAD.

We know that some were-cheetahs with an intrinsic need for speed may feel the urge to rush, and some more-studied-than-thou occult scholars may assume that they already understand some parts of this Text, but be forwarned:

Those who cannot control the Inner Beast enough to simply read a breif Text, yet dabble in Therian Magic, will imminently be the recipient of the chaos they bring into the world.

YOU HAVE BEEN WARNED.

Chapter One:Understanding the Truths

To become Adept at Therian Magic, One must first Understand and accept the Three Therian Truths, in order.

The Three Therian Truths:

1. ANIMALS WERE THE FIRST GODS OF THE HUMANS.

The Human World's most powerful and mystical religions either worshipped Feral Gods (i.e. Ancient Egypt), or used animalistic/feral representations of their Gods (i.e. Heathen, Eastern Mystics).
This is true in both White Light (Right-Hand Path) and Darkside (Left-Hand Path) religions.

2. THE NATURE OF OUR EXISTENCE IS THE AESTHETIC OF THEIR FAITH.

Knowing the First Truth, we recognize that Humans revere(d) Animals both spiritually and symbolically,
because of the fact that Animals are attuned to nature (a.k.a.:"God", "Gaia", etc.) than Humans are.
The hidden understanding that cannot be communicated to Non-Therian Humans is what we call: "The Knowledge".

3. HUMANS ARE INCAPABLE OF GAINING THE KNOWLEDGE.

Therians are Born, and not made. The carrying of the Knowledge may be sought out by Humans, but it can NEVER be attained.
This is a gap that cannot be bridged.

The First Truth must be Accepted and Understood before moving on to the Second, likewise with the Second in relation to the Third.
A simple history lesson will Qualify the First Truth for those of you who require "Proof". From Eqyptian Theriomorphic Cat-Gods (Set), Mystical Scarab Gods, and so on to the Christian Fish Symbol, all the way to the Satanist Baphomet Goat-Human Archetype, Animals have been used by Humans to symbolize their religions. They are "deified" because they hold the Knowledge.

The Knowledge referred to in the Second Truth is the mysterious "Understanding" that animals, in their natural settings are all born with.
This is what keeps the Deer from eating the poison mushrrom and the birds from freezing in cold Winters.
This is what Animals and Therians have that mere Humans simply do not.
As Humans "evolved" technologically, they "de-evolved" in the areas of certain instincts and senses.
This lost element cannot be regained by Humans.
This is the Basis of the Third Truth.

If you cannot Accept the Third Truth, you are not and will never be Therian.
You may study Therianthropy / Lycanthropy for the length of your human life, but Human you shall remain until Death.

This point is pivotal to the successful Application of Therian Magic, including Transmutation:
To succeed at Therian Magic, you must be Therian.

It cannot be "learned", "given", "transmitted through a werewolf's bite" or any such nonsense. This is the stuff of Human made media, which is often full of dis/mis-information about many occult / paranormal / metaphysical topics. Humans who futily try to concoct "potions" and ointments or get scratched by a Wolf, in order to "become a Werewolf", are not only endangering themselves, but they are watsing their time. They may well be mentally ill.

To fully Understand and Accept the Third Truth is the First Step into the application of Therian Magic. The Second Step is to Integrate the Therian Code into your life.

Chapter Two:Integrating the Code

The Second Step to the successful Application of Therian Magic is the Integration of the Therian Code into your own life.

The Therian Code:

1. DO NOT PARTAKE IN CANNIBALISTIC ACTIVITY.

As part-Human and part-Animal, we are not to eat the flesh of either kin. We must maintain a plant-based diet.

2. DO NOT DESTROY OUR HABITAT.

We must walk the Earth with Respect to it. Those who destroy the Habitat will themselves be destroyed by the Habitat itself.

3. MAINTAIN OUR FREEDOM.

A caged beast lives a life half-lived. Abiding by the laws of your Residential Land should prevent most incidents of imprisonment. Should you become imprisoned by no infarction of Law and/or fault of your own, Fight Tooth & Nail for Freedom.

4. RESPECT THE FREEDOM OF OTHERS.

If we are to maintain our Freedom, we cannot participate in the destruction of Freedom, as this will imminently lead to the destruction of ALL Freedom, including our own.

5. MAINTAIN OUR POWERS.

Our senses are the Primary source of our Powers. Do not de-sensitize yourself through any form of harmful deadening, either mental or physical.

These Five simple Rules are relatively easy to follow if you are a True Therian, and you have Understood and Accepted the Three Truths.
Breaking these rules is the only thing, aside from your own lack of Potential and/or Ambition, that will surely prevent success in your Practice of Therian Magic.
By Following the Code, you will build up your mental, physical, and metaphysical senses, which are the Primary source of all of our Powers.
If you are a True Therian, and you break these Rules, there will be no "lightning bolt from the sky" to make you "pay for your sins", but you are sure to see the negative effects in your life and magical endeavors.

Chapter Three:Therian Magic Level One-Mastery of the Human World

In this context, "Mastery" does not refer to the Holding of Dominion over Humans, or anything/one else.
"Mastery", as used here, simply means that you have attained a full Working knowledge of how to not only survive, but also thrive in the world that Therians are born into: The Human World. You should be happy in your existence. You needn't be wealthy, but healthy and wise is a good start.

Many Therians often initially feel like "Outsiders", or that they were "born into the wrong body", when they first begin to Understand what they are. Those who feel more comfortable around Animals sometimes assume that this excludes them from the need for inter-personal Human activities altogether. This is, however, not true.

As Therians, we ate still Human in physical form. We require man of the same basic things as "normal" Humans do: shelter, a balanced diet, and most importantly, Intellectual Stimulation. The Therian who only communicates with Animal kin cab be likened to the 40-year old person who is only comfortable talking to small children and the mentally disabled, often because of a fear of rejection.

As a Therian you must have no Fear of Human interaction.
Self-imposed Fear is the worst form of Self-Imprisonment.
Rule Three of the Code does not allow for this.

This does NOT mean that you must deal with non-Therian Humans in an unnaturally kind way, or that you should never feel afraid when in an unsafe situation. However, to abide the provisions in the Code which refer to maintaining our Powers and Freedom, Human interaction is often necessary. Furthermore, the more you learn to productively interact with Humans, the more you will find yourself exposed to more opportunities for Greater Freedom.

Do not communicate in-Depth with Humans concerning Therianthropy.
Relate to them in their World in terms that they can Understand.

To tell the wrong thing to the wrong Human could risk the accusation of mental disturbance, as Humans cannot understand the Knowledge. This may risk your personal Freedom, as well as your Powers, if forced to ingest possibly harmful chemicals.
The Code does not allow for this.

Chapter Four:Therian Magic Level Two-Harnessing the Knowledge

At this point, you kow you are a Therian (if you are indeed one), and you should be somewhat Adept at the Mastery of the Human World. If you have not yet Mastered Thriving in the Human World, you are NOT ready for this chapter.

That stated, the Third Step to the successful Application of Therian Magic is the Harnessing of the Knowledge.
If you do not know or Understand what "the Knowledge" is, please re-read Chapters One through Three.

The First Part of Harnessing the Knowledge is defining what your Theriotype is, or in Layman's terms: what type of Animal your Inner Beast is. This cannot be learned from this book, nor any other.
Most Therians know from a young age: "I feel like a Wolf", or "I swim like a Dolphin", "I move like a cat", etc.,
but some are not so sure. If you truly are Therian, yet you do not strongly identify with a particular Animal, look into Nature.
Walk in the woods, or visit the water, until you find where you feel most "natural". Then, see who/wat lives there and which type you can relate to / communicate with best.

There are rare instances where Therians feel "in-tune" with more than one species. We will call these people PanTherian.
PanTherians, not to be confused with "Panther Therians" , usually only "channel" one Theriotype at a time.
If you are PanTherian, only attempt shifts / transmutation and other forms of Higher Therian Magic with one Theriotype at a time, to avoid mental confusion and unnecessary physical stress.

The Second Part of Harnessing the Knowledge is to spend more and more time in Nature, eventually reaching the balance of equal time to that spent in the Human World. When in nature, whatever part you may feel most comfortable and that ismost accessible to you, envision yourself as your Theriotype and learn

more and more to "sense" rather than "reason".
This is best practiced in Solitary, or as near-solitary as possible surroundings.

If there are no forests, water, or other forms of Nature near where you live, as a Therian, you should move to an area where nature is accessible to you, or face possible extinction.
Contrary to popular Human belief, "virtual" reality is NOT "just as good as the Real Thing".
There simply is no substitute for Nature.

The Third Part of Harnessing the Knowledge is learning when to use it.

Although you may be looking to this text seeking guidance, knowing when* to utilize the Knowledge is something that can only be learned from the personal experiance of living your daily life by the Code, Understanding the Truths, and simply being* Therian.
All that can be said is that certain parts of the Knowledge are not meant for use in the Human World.
Common sense, experience, and simple Logic should tell you which.
If you are truly living by the Code, these parts of the Knowledge will Manifest themselves to you.

Chapter Five:Therian Magic Level Three-The Mental shift

The Mental Shift (M-Shift) occurs successfully only after a Therian has become Adept at the first two levels of Therian Magic.
During the M-Shift, the Therian "becomes" his/her Theriotype "behind their eyes", envisioning themselves transforming into the Inner Beast.

This should only be attempted in your own space alone, or with a VERY close person present who Understands EXACTLY what is going on (as much as a Human can, if the are non-Therian) and the risks involved. These risks include possible injury or damaged property should the Shift get out of hand. If there is ANY chance of distraction or intrusion, DO NOT ATTEMPT the Mental Shift. It could be dangerous to the unsuspecting intruder, yourself, or those around you. Lucid Dreaming techniques or autohypnosis / reducing oneself into Alpha State are the most effective methods for the M-shift.

You must be physically strong and mentally aware to attemt the M-shift (read: not intoxicated).
Whatever (legal) means you have access to to have the most positive experience for yourself should be used.

Do not attempt the Therian Shift Ritual until you are SURE that you are Adept at the First two Levels of Therian Magic.

The Therian shift Ritual:

This is usually most successful if performed during the Full or Waning Crescent Moon phases.

STEP ONE: Chamber Selection.

Decide on a safe Ritual Chamber or area where you can both feel comfortable and also face little physical damage of yourself and/or surroundings.
You also want to choose an area where any unusual sounds that may occur will not disturb the peace or draw too much attention.
Remove any Human World cultural icons, namebrand tags, logos or images from yourself and your Ritual Chamber.
Adorn the Ritual Chamber with images / icons of your Theriotype and/or items that remind you of your Inner beast.
This may include plants, grass, a recording of forest sounds, or ocean sounds, Theriotype-inspiring music, etc.
Human World comfort trappings such as chairs and tables are suggested to be removed.
Sustenance such as pure water and some natural food are suggested for the Ritual Chamber, should you use a large amount of Energy.

STEP TWO: The Adornment.

Dress for the Ritual.
Wear plain clothing of soild colors which bears no symbols or references to the Human World.
You may choose to adorn yourself with the trappings which center your mind on your Theriotype, such as horns, antlers, clawed gloves, wings, etc.
This is not required, but it may help you to better attune yourself with the Archetype of your Theriotype.

If you are accompanied by a Human or Therian companion, they should dress in plain sold colors.

STEP THREE: The Entrance.

Enter your Ritual Chamber.
If with a companion, have them stand or sit to your Rear Right, out of your peripheral vision range.

STEP FOUR: The Summoning.

Close your eyes and relax your mind. Focus upon the qualities of your Theriotype. See your Theriotype eating, mating, moving, breathing. Become fully aware of your connection with this animal, and view it as your Brethren.
Summon the astral archetype of your Theriotype with the following Call:

(Exclaim your Theriotype's Name ex.:Wolf)!!
My Brethren, My Kin.
I Call upon your Powers.
Lend them unto me:
(List the traits of your Theriotype which you find desirable. ex.:for the Wolf: Speed, Strength, The Recognition of Scent, etc.)!!

STEP FIVE: The Cleansing.

Visualize any present Human World stressors in your life.
Let all your frustrations and stresses fuel the intensity of your desire to acquire these Powers.
Release any worries of being "embarrassed", or "ashamed" of yourself and/or your Inner Beast.
Cast away the negative forces with the following Call:

I am (insert Theriotype's name)!
I Cast away the trappings of the Human World.
I thrive in Nature, and the Earth is my Symbiont.
No Human limitations will stifle me.
I am (insert Theriotype's name)!

STEP SIX: The Descent.

Close and/or cover your eyes.
If you have a companion, ask them to do the same.
It is now time to become this Inner Beast.
Reduce yourself into Alpha State while envisioning yourself as your Theriotype, in their natural surroundings.
(Counting backwards while relaxing, and uttering the sounds of your Theriotype are two useful methods for this-try many different ways to reach the Awake-Dream state. Use whatever is most successful for you.)
You should begin to "see" as the Inner Beast.
Mentally "Walk", "fly" or "swim" through your Therioptype's environment in Nature. Take yourself on a "tour" of your Theriotype's natural surroundings.

STEP SEVEN: The Return.

Once you have had a sufficient amount of time (decided by You.) immersed in your Theriotypes natural World, Do something to shock your body back into Beta State. Shake your head or your arms, drink water, eat some natural food,turn on an air conditioner, do whatever will "wake you up" easiest.

Face the direction of your Theriotypes most thriving Land. (ex: for the Wolf- More wolves exist in the Northern Hempisphere so you would face North.)
Say the following Call:
I must now return to the Human World, but with me I will bring the Knowledge.
I will extend the Powers of the (Theriotype's name here) into my Human Life.
I am (Theriotype's name here), I am Human.
I am Therian.
So it shall be.

END OF RITUAL. LEAVE THE RITUAL CHAMBER.

This is of course, best attempted at night, as the easiest way to successfully "Shift back" without much stress and/or shock is to go to Sleep after your Ritual. Daytime shifts should only be attempted after several successful night-time shifts.

Chapter Six:Therian Magic Level Four-The Physical shift

If you have not yet had several successful night-time M-shifts,
followed by several successful daytime M-shifts,
DO NOT EVEN CONSIDER ATTEMPTING THE PHYSICAL SHIFT!

The Physical shift (P-Shift) is NOT physiologically transmutating into an actual animal. This cannot be done, there is no secret ritual or key to unlock it, so please clear your head of that "were-wood" notion.

A True Therian Physical Shift is a combination of the M-Shft with increased "Feral Powers", in which you "become" your Theriotype in total personage. Again, it cannot be stressed enough that although this is NOT a change of species, it's a definite physical change all the same.

You must prepare mentally and physically exactly as your would for the Mental shift, with the added precaution that you should pad or store away any breakable items, and you cannot bring a companion who is not Therian.

In your "Feral" or "Were-" state, you should be able to maintain your human sensibilities while also utilizing your Theriotype's Powers, within the limits of your Human Physiology. (You cannot fly like an eagle or walk on the ceiling like a spider, ok? You just cannot. Do not attempt to.)

The "Physical" part of the P-shift will mainifest itself in the form of heightened senses (especially those strongest in your Theriotype), more powerful strengths, and, for the Truly Adept, a telepathic commune with Animals of your Theriotype

that is much stronger than empathy.

Side effects may include: strong hunger/thirst, occasiobal mild disorientation, sweating.

The Physical shift Ritual.

Perform The Therian Shift Ritual, STEP ONE through STEP SIX.

After STEP SIX, assume the stance or your Theriotype,
with your eyes still closed.

From your deepest recesses, summon the sounds of your Theriotype and exclaim them verbally and as loud as the creature would in the Wild.

Tighten your muscles and move about the Ritual Chamber,
as your Theriotype would.
Smell everything, become one with your environment.

You should feel the Powers of your Theriotype, and your senses and strength will feel heightened.
Become "wild" like your Theriotype until you feel exhausted.

Continue the Therian Shift Ritual STEP SEVEN through END OF RITUAL.

If you have truly experienced a successful Physical Shift,
you have become a 4th Degree Adept Therian magician.
This is the highest level of Therian Magic: Transmutation.
Successful use of this Magic should lead to true Inner Peace and Understanding within oneself, as well as a stronger Outer Connection with Nature.

Glossary of Terms

Alpha State: The ideal state for Shifting / Transmutation. A relaxed but aware state where the the brainwaves run at about 8 to 12 cycles per seconds or hertz. This compares with the 'normal' state of 13-25 hertz which is beta state. The beta state the state of most waking activities.

Archetype: An ideal or perfect example of a typeor as in Jungian psychology, an inherited pattern of thought or symbolic imagery derived from the past collective experience and present in the individual unconscious. From the Latin archetypum, the Greek arkhetupon.

Astral: Of or relating to a supersensible or hyper-real body believed by theosophists to coexist with and survive the death of the physical body.

Autohypnosis: Self-hypnosis— (or autosuggestion) hypnosis in which a person hypnotizes themselves without the assistance of another person. Can be used to reduce oneself into Alpha State.

Feral: Existing in a untamed or animalistic state.
From Latin fera (wild animal), from ferus (wild)

Inner Beast:The feral nature that exists subconsciously inside Humans, consciously in Therians.

Lucid Dreaming: The conscious perception of one's state while dreaming, enabling a more cogent ("lucid") control over the content and quality of the experienc. eStephen LaBerge defined it as "dreaming while knowing that you are dreaming."

Lycanthropy: In folklore, the magical ability to assume the form and characteristics of a wolf.
In psychology/pathology, A classifcation of Mental Illness where a person believes they have become or are becoming a wolf or other animal.

Lycanthrope: A "werewolf", or Wolf Therian, Often misused to refer to other types of Therianthropes.

Magic: Any manifestation of one's Will in the world through the use of otherwise unclassifiable and/or non-traditional methods.

M-Shift: "Mental shift", when a Therian thinks and acts like their Theriotype, yet they do not physically change.

PanTherian: One who identifies strongly with more than one Theriotype or species.

P-Shift: "Physical shift", when a Therian thinks and acts like their Theriotype, accompanied by physical changes such as
enhanced strength, heightened senses, etc. This is ***NOT*** changing species into an actual Animal.

Shapeshifting: Shapeshifting is used to describe physiological shifting, where the body physically changes to that of the Theriotype.
There are no verifiable documented cases of this.

Therian: A member of the contemporary subculture of therianthropy / therianism, which is based on a spiritual and/or psychological identification with animals.

Therianthropy: (alternate term: therianism) The art, practice discussion and/or study of part-human part-animal Magic and/ or "were-ism".
Also used to describe the state of being a Therianthrope.
The most commonly known form is lycanthropy, from the Greek word lycos ("wolf"), the technical term for man-wolf transformations.

The word is derived from Greek therion, meaning "wild animal", and anthrōpos, meaning "man". Therianthropy is NOT the same thing as pathological lycanthropy.

Therianthrope: A being that is part animal, part human. Egyptian gods which display the heads of animals, such as Ra, are an example of therianthropes.

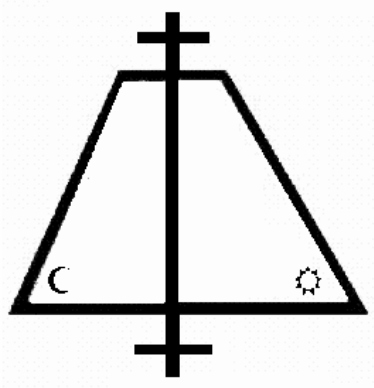
Theriotype: The animal(s) to which a Therian feels connected to. The Werewolf's Theriotype would be the wolf.
It is possible to have more than one Theriotype (see:PanTherian), although this is rare.

Were- : A "Were" usually refers to a specific type of Therian, such as a WereWolf, or a WerePanther, etc.
The wer- or were- in wer(e)wulf means "man"; it is related to Latin vir with the same meaning, the source of virile and virility.
Both the Germanic and the Latin words derive from Indo-European *wro-, "man."

Acknowlegdements

Thank you to all Therians who have a Positive Influence on the Earth.
Thank you to A.S. LaVey for all the learning and inspiration.
Thank you to Jason Mortualia Demise for teaching a Werewolf how to co-exist with a cranky Vampire.
Thank you to the Wolf, my Brethren, for strength and Archetypal inspiration.
And most of all, thank you to Nature.

End.



(*The Therian Bible* by Natassja Noctis (c) 2006 Therian Temple/ Noctis Cultus)
(Theriogram design property of Noctis Cultus)